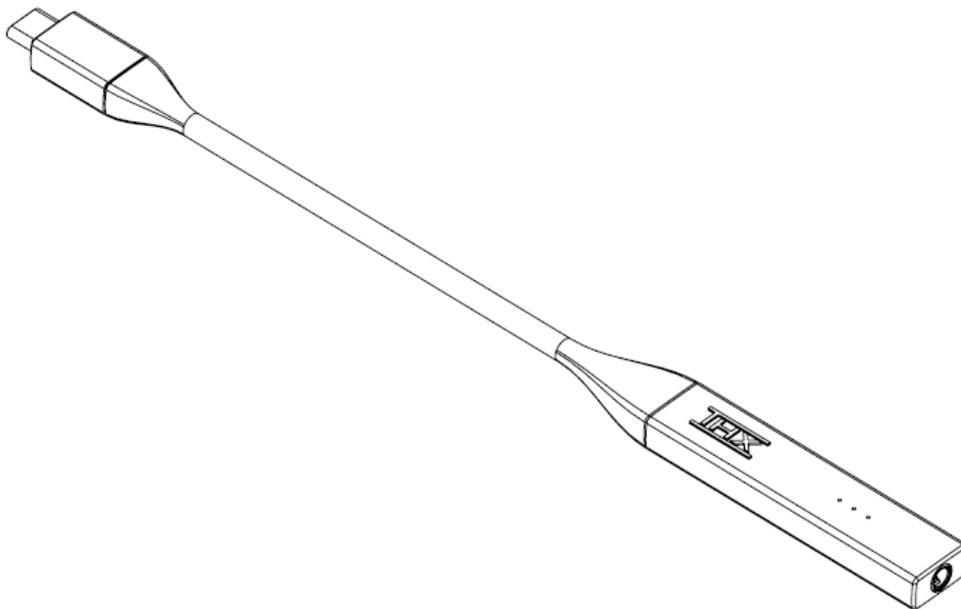




Firmware Upgrade Guide for THX Onyx™



1. DOWNLOAD THE UPDATER AND FIRMWARE FILES TO YOUR PC DESKTOP

- a. The updater can be downloaded from the following public link. Once downloaded, extract (unzip) the .exe to your Windows 10 PC desktop.
http://thx-device-firmware-us.s3.amazonaws.com/3378-THX/03e9-Onyx/latest/THX_Onyx_Device_Firmware_Updater_Windows-latest.zip
- b. The firmware .rom can be downloaded from the following public link. Download it to your desktop. <http://thx-device-firmware-us.s3.amazonaws.com/3378-THX/03e9-Onyx/latest/Onyx-latest.rom>
- c. Firmware updater is not supported on legacy versions of Windows. Please use Windows 10.
- d. Firmware updater for Mac is coming very soon!

2. PLUG A 3.5MM HEADPHONE OR CABLE INTO THX ONYX

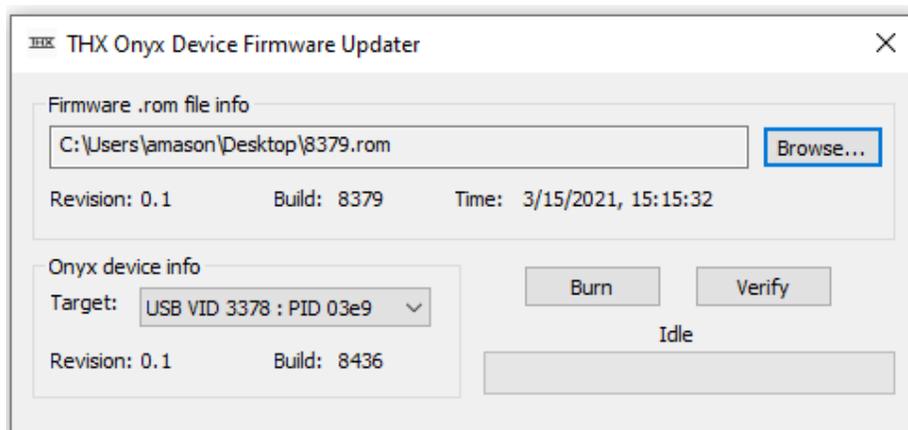
- a. Otherwise THX Onyx will remain in standby and your PC will not see it.

3. PLUG THX ONYX INTO THE PC'S USB PORT

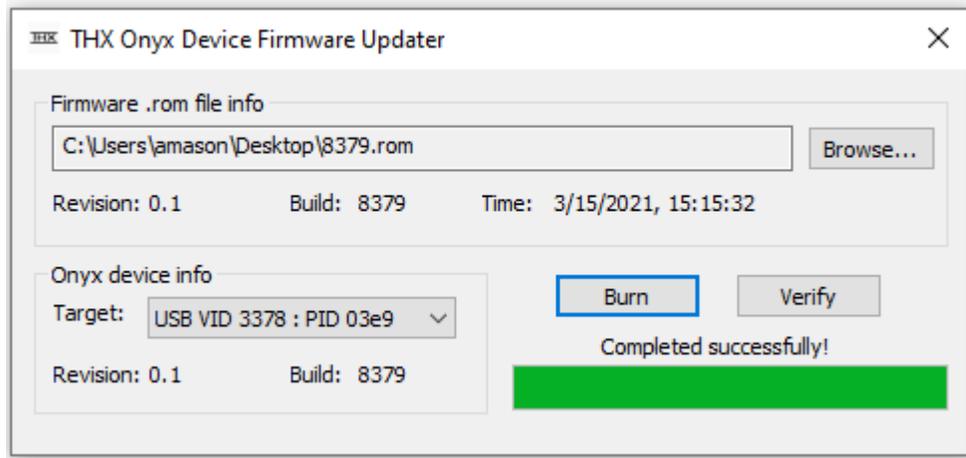
- a. Use a USB-A or USB-C port. Ensure it is a powered port capable of minimum 500mA. Do not use an unpowered hub.

4. FLASH THE FIRMWARE

- a. Run the .exe.
- b. Click "Browse", select the latest .rom firmware you downloaded in step 1, then select "Open".
- c. Verify under THX Onyx Device Info that a target is found with "USB VID 3378 : PID 03e9 , or USB VID 0495 : PID 1101".



- d. Click "Burn" and look for "Completed Successfully!". If error message, close the .exe, unplug THX Onyx USB, and go back to step 2.



- e. Close the .exe.
- f. **Disconnect THX Onyx** from the USB port to complete the process. The next time it is powered, it will load the new firmware from its internal memory.

5. RE-PLUG TO PC, AND VERIFY FUNCTION

- a. Plug a 3.5mm headphone/headset into THX Onyx then plug into PC USB.
- b. In Windows System Tray, change the Windows audio device to “THX Onyx USB Amplifier” and set the Windows volume to 10%.
- c. Play some music through THX Onyx to verify playback.
- d. You are now ready to experience great audio on your THX Onyx! For more questions please visit thx.com/thx-onyx.